

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently amended) A value transaction system comprising a plurality of transaction units and a controller having a processor and memory means, the controller being operable to upload from said transaction units respective ~~storing~~ run-time interpreted code units ~~each associated with a respective transaction unit~~ for storing in said memory means, the controller being operable to execute the code of each respective code unit and in response thereto to generate signals controlling the operation of the respective transaction units.

2. (Original) A system as claimed in claim 1, further comprising a native code unit operable to accept and process input signals for the purpose of validation of an item of money.

3. (Previously presented) A system as claimed in claim 1, wherein the transaction units are arranged to handle respective types of payment media.

4. (Previously presented) A system as claimed in claim 1, wherein each interpreted code unit is independently functional without regard to the presence of the other interpreted code units.

5. (Original) A system as claimed in claim 4, including an API code unit containing routines which are accessible at run-time by each of the interpreted code modules.

6. (Previously presented) A system as claimed in claim 1, wherein the memory means is a non-volatile semiconductor memory.

7. (Currently amended) A validation transaction unit for a value transaction system, the validation transaction unit comprising validator components enabling validation of a currency item and having a microprocessor system including:

(a) a validation code unit operable to accept and process input signals from said validator components for the purposes of validation of ~~[[an]]~~ said item of currency money;

(b) a Java Virtual Machine; and

(c) at least one Java application operable to perform controlling functions for a respective further transaction unit to which the ~~first-mentioned~~ validation transaction unit is connected.

8. (Currently amended) A validation transaction unit as claimed in claim 7, wherein the validation code unit comprises native code.

9. (Currently amended) A validation transaction unit as claimed in claim 7, wherein the validation code unit comprises compiled code.

10. (Currently amended) A validation transaction unit as claimed in claim 7, including a further Java application operable to perform controlling functions for the ~~first-mentioned~~ validation transaction unit.

11. (Currently amended) A validation transaction unit as claimed in claim 7, wherein the validation transaction unit is a coin validation mechanism.

12. (Currently amended) A transaction system comprising a validation transaction unit as claimed in claim 7, and at least one further transaction unit under the control of the microprocessor system in said ~~first-mentioned~~ validation transaction unit.

13. (Original) A transaction system as claimed in claim 12, wherein the transaction units are interconnected via a serial link.

14. (Currently amended) A transaction system comprising:

a plurality of transaction units; and

a controller having a processor and memory means ~~storing executable code in respective code modules each associated with a respective one of the transaction units~~, the controller being coupled to the transaction units and arranged to receive and send signals from and to the transaction units, the controller being operable to upload from each said transaction unit a respective code module containing executable code associated with that transaction unit for storage in said memory means;

the controller being operable to execute the code in each respective code module, the code in that module being functional independently of the code in the other modules and performing processing operations in response to signals received from its respective transaction unit indicative of respective operations performed by that transaction unit, and the code being further operable to cause the controller to generate controlling signals for sending to the respective transaction unit and capable of representing different functions to be performed by the transaction unit.

15. (Original) A transaction system as claimed in claim 14, wherein the memory means has executable code in a further code module, that executable code being responsive to credit-representing signals generated by the code in one or more other code modules, and being operable to produce vend-authorising signals for use by the executable code in at least one other code module.

16. (Previously presented) A transaction system as claimed in claim 14, wherein the executable code is run-time interpreted code.

17. (Previously presented) A transaction system as claimed in claim 14, wherein the controller is housed in one of the transaction units.

18. (Previously presented) A transaction system as claimed in claim 14, wherein each code module is contained in a respective area of protected memory.

19. (Previously presented) A transaction system as claimed in claim 14, wherein the executable code is Java bytecode.

20. (Previously presented) A transaction system as claimed in claim 14, wherein the transaction units are interconnected via a serial link.

21. (Previously presented) A transaction system as claimed in claim 14, wherein the transaction units include one or more of (a) a coin mechanism unit, (b) a banknote mechanism unit, (c) a card reader unit and (d) a vending machine controller unit.

22. (Original) A transaction system comprising a controller unit including a processor operable to execute instructions in Java code, and at least one transaction unit including means for performing value transactions under the control of the processor executing code uploaded from the transaction unit.

23. (Original) A transaction system as claimed in claim 22, wherein the transaction system comprises a plurality of transaction units, and the controller unit is operable to execute code stored in respective code units each associated with a respective transaction unit.

24. (Original) A transaction system as claimed in claim 23, wherein the code units are stored in respective protected memory areas.

25. (Currently amended) A method of assembling a transaction system, the transaction system comprising a plurality of transaction units and a controller having a processor and memory means for storing executable code in respective code modules each associated with a respective one of the transaction units, the controller being coupled to the transaction units and arranged to receive and send signals from and to the transaction units, and the controller being operable to execute the code in each respective code module, each code module performing processing operations in response to signals received from the respective transaction unit indicative of respective operations performed by that transaction unit, and the code module being further operable to cause the controller to generate controlling signals for sending to the respective transaction unit and capable of representing different functions to be performed by the transaction unit; the method comprising:

separately loading the executable code for the respective code modules from the associated transaction unit into the memory means of the controller.

26. (New) A validation transaction unit as claimed in claim 7, wherein the microprocessor system is operable to upload the Java application from the further transaction unit.